

CBM
64

XANAGRAMS

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XANAGRAMS

Combines the fun of hangman with the mental stimulation of anagrams and crosswords

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Contains over 5000 different words, the number of permutations is therefore incalculable!



XANAGRAMS is an educational word game which, in its simplest form, can be played by the youngest school child and, at the highest level, will be a challenge to the most literate adult.

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The cassette holds 2 versions of XANAGRAMS, the one on side A contains the full word list and takes about 14 minutes to load, the version on side B contains a smaller list, about 600 words, and therefore takes only 5 minutes to load.

LOADING INSTRUCTIONS

- Check that the cassette is fully rewound.
- Hold down the SHIFT key and press the RUN key.
- Press the play key on your cassette player.
- XANAGRAMS will then load together with its list of words, when everything has loaded "XANAGRAMS" will be displayed on the screen.

PLAYING XANAGRAMS

- e) You will then be asked which level of play you require. There are 3 levels:-
 - level 1 is set for junior school children;
 - level 2 is for the senior school child;
 - level 3 is for adults and brighter children
- f) Select the level of play by pressing 1, 2 or 3.
- g) Having chosen the level of play the program will ask you how many words you require (1 to 5). If more than 1 word is chosen the words will be linked like a crossword. Obviously the more words you choose the more challenging the game! Select the number by pressing the relevant key.
- h) The XANAGRAMS screen will then be displayed. The words will be laid out as a series of boxes. You have to guess which letter goes in which box. This is done by simply pressing the relevant alphabetic key.
- i) On the right of the screen are all the letters that go to make up the words.
- j) When a correct letter is chosen it will appear in the appropriate box, disappear from the list on the right and you will score 30 points. If you make an incorrect choice you will lose 5 points and the colour of the letter in the table on the right will change.

- k) You can move the cursor about by using the cursor keys. If you move the cursor before finding the correct letter then the letters in the table are restored to their original colour.
- l) If you are stuck then by pressing the function key F1 that letter is revealed but you will lose 50 points, or 100 points if it is the first letter of a word.
- m) If you are totally defeated and wish to end the game, press function key F3 followed by letter Y, and the remaining letters will be displayed.
- n) If you wish to avoid disturbing other people then you can turn the sound off by pressing function key F5. The sound can be restored by pressing F5 again.
- o) At the top of the screen your current and highest score are displayed.

CONTACT POSTERN

If you would like to receive details of our other computer programs available or would like us to consider publishing programs which you have written please write to:-
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SCORING

700	Stay in after school
800	Extra homework please
900	Are you paying attention?
1000	Not bad
1100	Improving
1200	Excellent
over 1200	You may go to the top of the class and give out the pencils at playtime!